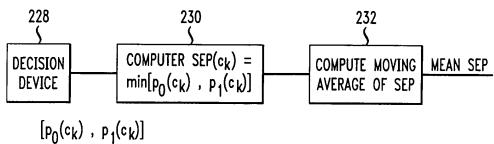


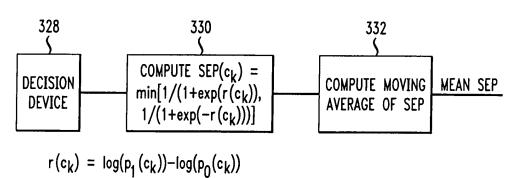
AWGA – ADDITIVE WHITE GAUSSIAN NOISE MAP – MAXIMUM A POSTERIORI (BCJR – BAHL, COCKE, JELINEK AND RAVIV [3]) SOVA – SOFT OUTPUT VITERBI ALGORITHM

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 $FIG.\ \mathcal{Z}$ COMPUTATION OF MEAN SEP (METHOD 1)



 $FIG.\ 3$ COMPUTATION OF MEAN SEP (METHOD 2)



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FIG. 4

USE OF MEAN BEP OR SEP FOR RATE ADAPTATION AND POWER CONTROL

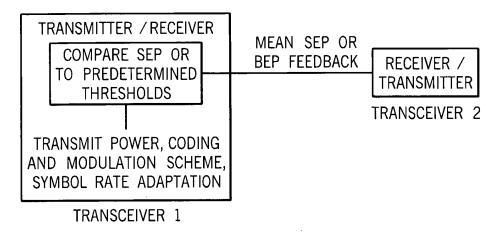


FIG. 6

MEAN BIT ERROR PROBABILITY ESTIMATE FOR DIFFERENT ENVIRONMENTS AND MOBILE SPEEDS; HT3 REPRESENTS THE CHANNEL MODEL FOR A MOBILE SPEED OF 3 km /h IN A HILLY TERRAIN ENVIRONMENT

